

Forum:[Hack Forums](#)

Thread: [#1 Free Graphics Request thread ^ FREE ^ QUALITY WORK ^ SPECIALIZED IN UX ^](#)

Captain P. - November 4, 2017, 12:27 pm

Not going to make a thread design for this.
Simple designs, nothing to fancy or too big.

I do: Simple work, nothing to fancy

Buttons

Signatures

Text logo's

Text overlay on pictures

I don't make: Thread designs

Anything big

Anything fancy (animated signatures/a lot of effects etc.)

Animated things

Please consider that this is a free service and if I feel like I can deny your request. As I dedicate my free time to this, it might take some extra time before your request is completed.

Free work completed:

<https://hackforums.net/showthread.php?tid=5747777&pid=56171952#pid56171952>

<https://hackforums.net/showthread.php?tid=5747451&pid=56171537#pid56171537>

Cheers.

Jas. - November 4, 2017, 12:36 pm

Looking to have an Avatar made for HF

colors: Yellow background/Black Letters

“Jas”

If you could put some life to it (like cracking from being slammed onto a surface effect) i'd really appreciate it.

Will consider donating if it's good enough :)

Captain P. - November 4, 2017, 12:40 pm

(Nov 4, 2017 12:36 PM)Jas. Wrote: [\[CITE\]](#) Looking to have an Avatar made for HF

colors: Yellow background/Black Letters

“Jas”

If you could put some life to it (like cracking from being slammed onto a surface effect) i'd really appreciate it.

Will consider donating if it's good enough :)

No need to donate. Doing this for free. Give me 10 minutes.

Not entirely sure what you mean by cracking, as in glass cracking effect? Or a plate being cracked?

Jas. - November 4, 2017, 12:41 pm

(Nov 4, 2017 12:40 PM)Crackin your pw Wrote: [\[CITE\]](#) No need to donate. Doing this for free. Give me 10 minutes.

Not entirely sure what you mean by cracking, as in glass cracking effect? Or a plate being cracked? cracking behind it from being pressed onto a surface, like an earthquake

Captain P. - November 4, 2017, 12:48 pm

(Nov 4, 2017 12:41 PM)Jas. Wrote: [\[CITE\]](#) cracking behind it from being pressed onto a surface, like an earthquake

Couldn't get the effect quite right. However I made it like this: